Overrides

The *Overrides* options are handy to override some render settings in order to accelerate rendering while working interactively. Some of the most costly rendering features are made available for that purpose. *Overrides* can also be useful to temporary turning off some features as an investigative mesure.
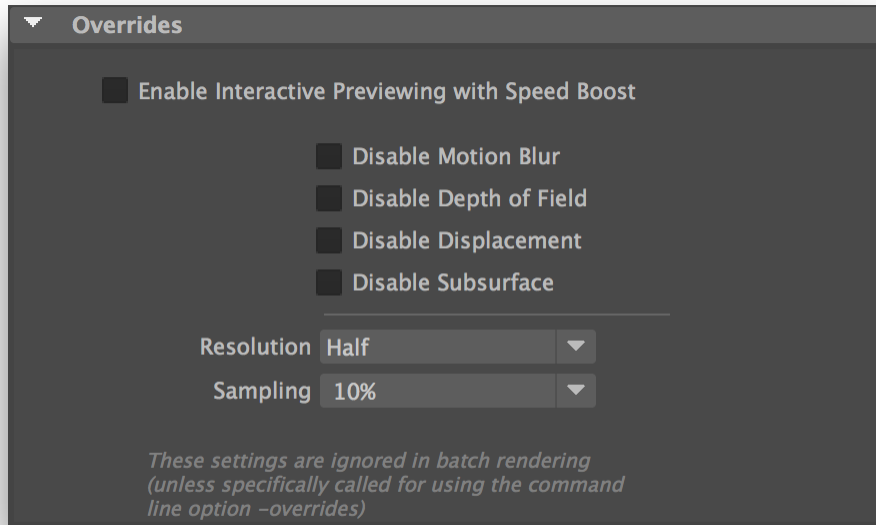
3Delight's Overrides render settings.

Enable Interactive Previewing with Speed Boost

> Serves to enable or disable as a group all the overrides below.

Disable Motion Blur

> Disable motion blur even if it is enabled in the render settings. Motion blur can have an important impact on rendering speed and one can expect a 20% performance gain by disabling it.

Disable Depth Of Field

> Disable depth of field even if enabled in the render camera(s).

Disable Displacement

> Disable all displacements. Materials with displacement will be rendered with bump mapping instead. Speed gains can reach 30%.

Disable Subsurface

> Disables subsurface scattering. When subsurface is disabled, materials with subsurface scattering will only exhibit a "hard" diffuse component. Speed gains will largely depend on the materials.

Disable extra Image Layers

> Disables Image Layers even if there are many layers selected on the AOV menu.

Resolution

> Render the frame at *half*, *quarter* or *eight* of the original resolution. Speed gains are proportional to the square of the resolution reduction. For example, half the resolution will produce frames *four* times quicker.

Sampling

Use only a fraction (100%, 25%, 10%, 4% or 1%) of the Shading Samples and Volume Samples specified in the render settings for quality. Speed gains are proportional with the samples reduction: half the samples usually means twice the speed.